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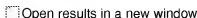
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### 1 [Two-scale tone management for photographic look](#)

 Soonmin Bae, Sylvain Paris, Frédo Durand  
 July 2006 SIGGRAPH '06: ACM SIGGRAPH 2006 Papers  
 Publisher: ACM

 Additional Information: [full citation](#),

 Full text available: [pdf\(1.59 MB\)](#) [mov\(20:0 MIN\)](#)
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We introduce a new approach to tone management for photographs. Whereas traditional tone-mapping operators target a neutral and faithful rendition of the input image, we explore pictorial looks by controlling visual qualities such as the tonal balance ...

Keywords: bilateral filter, computational photography, high dynamic range, image processing, pictorial look, tone management

### 2 [Two-scale tone management for photographic look](#)

 Soonmin Bae, Sylvain Paris, Frédo Durand  
 July 2006 ACM Transactions on Graphics (TOG), Volume 25 Issue 3  
 Publisher: ACM

 Additional Information: [full citation](#),

 Full text available: [pdf\(1.59 MB\)](#) [mov\(20:0 MIN\)](#)
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We introduce a new approach to tone management for photographs. Whereas traditional tone-mapping operators target a neutral and faithful rendition of the input image, we explore pictorial looks by controlling visual qualities such as the tonal balance ...

Keywords: bilateral filter, computational photography, high dynamic range, image processing, pictorial look, tone management

### 3 [Automatic identification of digital video based on shot-level sequence matching](#)

 Jian Zhou, Xiao-Ping Zhang  
 November 2005 MULTIMEDIA '05: Proceedings of the 13th annual ACM

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international conference on Multimedia

Publisher: ACM

Full text available:  pdf(157.14 KB) Additional Information: full citation, abstract, references, index terms

To locate a video clip in large collections is very important for retrieval applications, especially for digital rights management. In this paper, we present a novel technique for automatic identification of digital video. This new algorithm is based ...

Keyw ords: dynamic programming, shot-level video sequence matching, video identification, video similarity measure

#### 4 High dynamic range imaging



Paul Debevec, Erik Reinhard, Greg Ward, Sumanta Pattanaik  
August 2004 SI GGRAPH '04: ACM SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available:  pdf(20.22 MB) Additional Information: full citation, abstract



Current display devices can display only a limited range of contrast and colors, which is one of the main reasons that most image acquisition, processing, and display techniques use no more than eight bits per color channel. This course outlines recent ...

#### 5 Interactive local adjustment of tonal values



Dani Lischinski, Zeev Farbman, Matt Uyttendaele, Richard Szeliski  
July 2006 SI GGRAPH '06: ACM SIGGRAPH 2006 Papers  
Publisher: ACM

Additional Information: full citation,  
abstract,  
references,  
cited by,  
index terms

Full text available:  pdf(634.14 KB)  mov(22:25 MIN)


This paper presents a new interactive tool for making local adjustments of tonal values and other visual parameters in an image. Rather than carefully selecting regions or hand-painting layer masks, the user quickly indicates regions of interest by drawing ...

Keyw ords: digital darkroom, high dynamic range imaging, image editing, stroke-based interface, tonal adjustment, tone mapping

#### 6 Pareto-optimal formulations for cost versus colorimetric accuracy trade-offs in printer color management



D. J. Littlewood, P. A. Drakopoulos, G. Subbarayan  
April 2002 ACM Transactions on Graphics (TOG), Volume 21 Issue 2  
Publisher: ACM

Full text available:  pdf(9.84 MB) Additional Information: full citation, abstract, references, index terms

Color management for the printing of digital images is a challenging task, due primarily to nonlinear ink-mixing behavior and the presence of redundant solutions for print devices with more than three inks. Algorithms for the conversion of image data ...

Keywords: Artificial Neural Networks, CMYK, Color Conversion, Color Fidelity, Color Management, Color Matching, Color Printing, Color Space Transformation, Optimization, Pareto-optimization, Tetrahedral Interpolation

## 7 Real-time volume graphics



Klaus Engel, Markus Hadwiger, Joe M. Kniss, Aaron E. Lefohn, Christof Rezk Salama, Daniel Weiskopf  
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes  
Publisher: ACM

Full text available: [pdf\(7.63 MB\)](#) Additional Information: [full citation](#), [abstract](#)

The tremendous evolution of programmable graphics hardware has made high-quality real-time volume graphics a reality. In addition to the traditional application of rendering volume data in scientific visualization, the interest in applying these techniques ...

## 8 Color images visible under UV light



Roger D. Hersch, Philipp Donzé, Sylvain Chosson  
July 2007 ACM Transactions on Graphics (TOG), Volume 26 Issue 3  
Publisher: ACM

Full text available: [pdf\(1.40 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),  
[index terms](#)

The present contribution aims at creating color images printed with fluorescent inks that are only visible under UV light. The considered fluorescent inks absorb light in the UV wavelength range and reemit part of it in the visible wavelength range. ...

Keywords: fluorescent emission spectrum, fluorescent ink images, gamut mapping, juxtaposed halftoning, spectral prediction model

## 9 An approximate global illumination system for computer generated films



Eric Tabellion, Arnauld Lamorlette  
August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Papers  
Publisher: ACM

Full text available: [pdf\(\\$19.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),  
[cited by](#), [index terms](#)

Lighting models used in the production of computer generated feature animation have to be flexible, easy to control, and efficient to compute. Global illumination techniques do not lend themselves easily to flexibility, ease of use, or speed, and have ...

Keywords: distributed ray tracing, global illumination, irradiance caching, micro-polygon, rendering

## 10 Interactive local adjustment of tonal values



Dani Lischinski, Zeev Farbman, Matt Uyttendaele, Richard Szeliski  
July 2006 ACM Transactions on Graphics (TOG), Volume 25 Issue 3

Publisher: ACM

Additional Information: [full citation](#),  
[abstract](#),  
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Full text available:  [pdf\(634.14 KB\)](#)  [mov\(22:25 MIN\)](#)

This paper presents a new interactive tool for making local adjustments of tonal values and other visual parameters in an image. Rather than carefully selecting regions or hand-painting layer masks, the user quickly indicates regions of interest by drawing ...

Keywords: digital darkroom, high dynamic range imaging, image editing, stroke-based interface, tonal adjustment, tone mapping

# 11 [The influence of shape on the perception of material reflectance](#)





Peter Vangorp, Jurgen Laurijssen, Philip Dutré

July 2007 ACM Transactions on Graphics (TOG), Volume 26 Issue 3

Publisher: ACM

Additional Information: [full citation](#),  
[abstract](#),  
[references](#),  
[index terms](#)

Full text available:  [pdf\(7.13 MB\)](#)  [mov\(25:37 MIN\)](#)

Visual observation is our principal source of information in determining the nature of objects, including shape, material or roughness. The physiological and cognitive processes that resolve visual input into an estimate of the material of an object ...

Keywords: geometry, material editing, psychophysics, shading, visual perception


# 12 [An approximate global illumination system for computer generated films](#)



Eric Tabellion, Arnauld Lamorlette

August 2004 ACM Transactions on Graphics (TOG), Volume 23 Issue 3

Publisher: ACM

Full text available:  [pdf\(819.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),  
[cited by](#), [index terms](#)

Lighting models used in the production of computer generated feature animation have to be flexible, easy to control, and efficient to compute. Global illumination techniques do not lend themselves easily to flexibility, ease of use, or speed, and have ...

Keywords: distributed ray tracing, global illumination, irradiance caching, micro-polygon, rendering


# 13 [Optimized color gamuts for tiled displays](#)



Marshall Bern, David Eppstein

June 2003 SCG '03: Proceedings of the nineteenth annual symposium on Computational geometry

Publisher: ACM

Full text available:  [pdf\(155.36 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#),  
[cited by](#), [index terms](#)

We consider the problem of finding a large color space that can be generated by all units in multi-projector tiled display systems. Viewing the problem geometrically as one of finding a large parallelepiped within the intersection of multiple parallelepipeds, ...

**Keywords:** additive color, color gamuts, gamut mapping, geometric optimization, high-resolution display systems, quasiconvex programming, tiled displays

#### 14 [Global illumination using local linear density estimation](#)



Bruce Walter, Philip M. Hubbard, Peter Shirley, Donald P. Greenberg  
July 1997 ACM Transactions on Graphics (TOG). Volume 16 Issue 3  
Publisher: ACM

Full text available: [pdf\(22.31 MB\)](#) **Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This article presents the density estimation framework for generating view-independent global illumination solutions. It works by probabilistically simulating the light flow in an environment with light particles that trace random walks origination at ...

**Keywords:** decimation, density estimation, particle tracing, realistic image synthesis, regression

#### 15 [On the Role of Color in the Perception of Motion in Animated Visualizations](#)

Daniel Weiskopf  
October 2004 VIS '04: Proceedings of the conference on Visualization '04  
Publisher: IEEE Computer Society

Full text available: [pdf\(344.05 KB\)](#) **Additional Information:** [full citation](#), [abstract](#), [references](#)

Although luminance contrast plays a predominant role in motion perception, significant additional effects are introduced by chromatic contrasts. In this paper, relevant results from psychophysical and physiological research are described to clarify the ...

**Keywords:** Color, luminance, motion detection, perception, human visual system, flow visualization, information visualization

#### 16 [An invitation to discuss computer depiction](#)



Frédo Durand  
June 2002 NPAR '02: Proceedings of the 2nd international symposium on Non-photorealistic animation and rendering  
Publisher: ACM

Full text available: [pdf\(401.53 KB\)](#) **Additional Information:** [full citation](#), [abstract](#), [references](#), [cited by](#), [index terms](#)

This paper draws from art history and perception to place computer depiction in the broader context of picture production. It highlights the often underestimated complexity of the interactions between features in the picture and features of the represented ...

**Keywords:** computer depiction, interaction, non-photorealistic rendering, perception, visual arts

17 [A gentle introduction to bilateral filtering and its applications](#)

Sylvain Paris

August 2007 SIGGRAPH '07: ACM SIGGRAPH 2007 courses

Publisher: ACM

Full text available: [pdf\(27.35 MB\)](#) [mov\(100:20 MIN\)](#) Additional Information: [full citation](#), [abstract](#)

- Image-based modeling and photo editing *Oh et al.* ACM SIGGRAPH conference (c) 2001, Association for Computing Machinery, Inc. Reprinted by permission. <http://doi.acm.org/10.1145/383259.383310> - Fast bilateral filtering for the display of high-dynamic-range ...

18 [Level set and PDE methods for computer graphics](#)

David Breen, Ron Fedkiw, Ken Museth, Stanley Osher, Guillermo Sapiro, Ross Whitaker

August 2004 SIGGRAPH '04: ACM SIGGRAPH 2004 Course Notes

Publisher: ACM

Full text available: [pdf\(17.07 MB\)](#) Additional Information: [full citation](#), [abstract](#), [cited by](#)

Level set methods, an important class of partial differential equation (PDE) methods, define dynamic surfaces implicitly as the level set (iso-surface) of a sampled, evolving nD function. The course begins with preparatory material that introduces the ...

19 [Digital photography with flash and no-flash image pairs](#)

Georg Petschnigg, Richard Szeliski, Maneesh Agrawala, Michael Cohen, Hugues Hoppe, Kentaro Toyama

August 2004 ACM Transactions on Graphics (TOG), Volume 23 Issue 3

Publisher: ACM

Additional Information: [full citation](#),Full text available: [pdf\(1.39 MB\)](#) [mov\(23:14 MIN\)](#) [abstract](#), [references](#), [cited by](#)

Digital photography has made it possible to quickly and easily take a pair of images of low-light environments: one with flash to capture detail and one without flash to capture ambient illumination. We present a variety of applications that analyze ...

Keywords: Noise removal, bilateral filtering, detail transfer, flash photography, image fusion, image processing, red-eye removal, sharpening, white balancing

20 [Contrast enhancement of images using human contrast sensitivity](#)

Aditi Majumder, Sandy Irani

July 2006 APGV '06: Proceedings of the 3rd symposium on Applied perception in graphics and visualization

Publisher: ACM

Full text available: [pdf\(1.21 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Study of contrast sensitivity of the human eye shows that our contrast discrimination sensitivity follows the weber law for suprathreshold levels. In this paper, we apply this fact effectively to design a contrast enhancement method for images that improves ...

**Keywords:** contrast enhancement, contrast sensitivity, human perception

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